Disney · PIXAR

UP

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

THQ®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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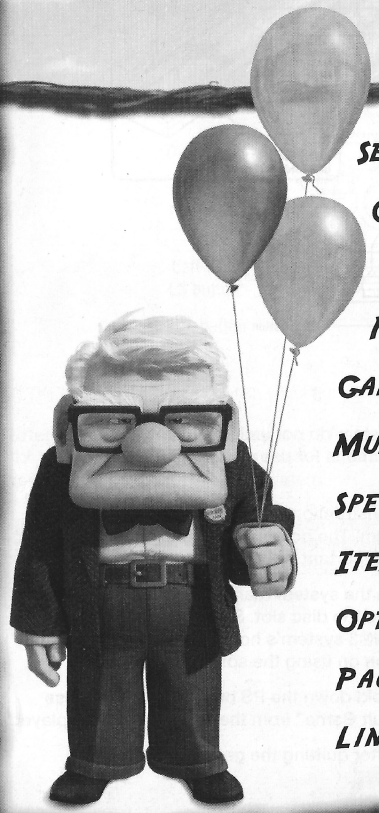

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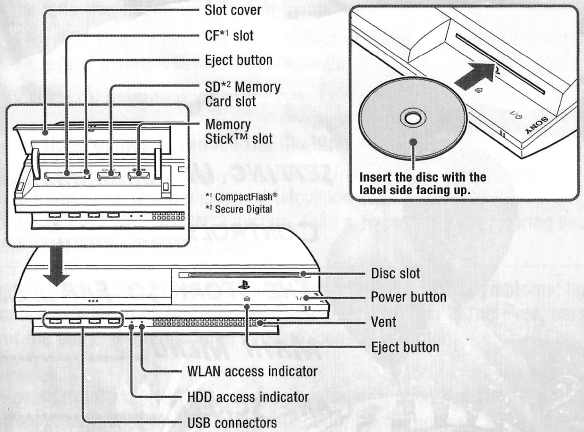
PLAYSTATION®3 system front



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

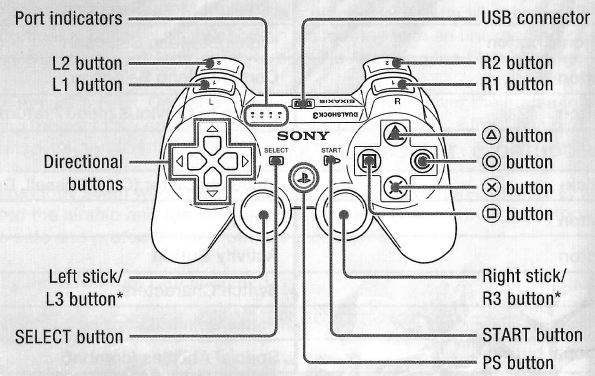
Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Disney•Pixar ***UP*** disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

Using the DUALSHOCK®3 wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software
Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

CONTROLS

MAIN MENU CONTROLS	
left stick	Highlight Menu Selection
directional button	Highlight Menu Selection
⊗ button	Confirm Menu Selection
◎ button	Return to previous menu / return to game.
GAME CONTROLS I TRAVERSAL	
left stick	Move character (Carl, Russell, Dug)
⊗ button	Jump
▣ button	Activity Button
R1	Switch Characters
► START	Pause/Join In/Drop Out
directional button	Special Abilities (combat)
GAME CONTROLS I FLYING	
left stick	Control Plane
◎/L1 button	Brake
▣/L2 button	Boost
△ button	Special Weapon
⊗/R2 button	Shoot
► START	Pause/Join in/Drop out
Down button ↓/R1 button	Rear View

THE STORY SO FAR

Carl Fredricksen lives alone and wants to fulfill his late wife's dream to have their home overlook the most beautiful place in the world, Paradise Falls. Conflicted about being forced into a retirement home, Carl decides to literally break free and fly his house to Paradise Falls powered by wind and an enormous number of helium filled balloons. Carl didn't plan on company, but now he must go on his journey with an unexpected passenger, Russell, a young Wilderness Explorer trying to earn his Assisting the Elderly badge.

Upon arriving in Paradise Falls, Carl and Russell set out to maneuver the house to the peak of the falls. Along the way they encounter mysterious talking dogs, a flightless bird named Kevin being hunted, and an airship!

Things aren't what they seem when they encounter famous adventurer Charles F. Muntz, the brains behind the airship and the talking dogs. Carl and Russell must work together to keep the house safe and protect Kevin from being captured.

This isn't exactly the adventure Carl imagined...

MAIN MENU

Start Game Select an empty save slot to start a new game or select a previously saved game to continue your adventure.

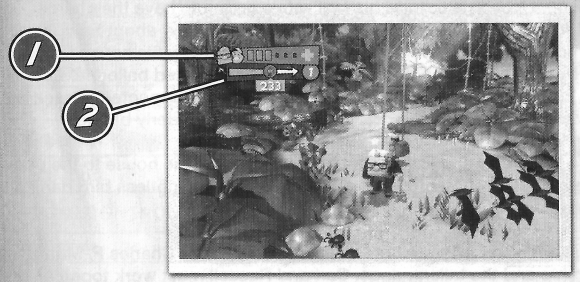
Level Select This option allows you to load any level that you have previously unlocked.

Options See page 10 for more information on options.

Multiplayer View a list of games you can play with your friends. These games allow two to four players to compete against each other, or to play together in cooperative mode.

Bonus Features Here you can access bonus items that have been unlocked during the single player game, as well as other secrets.

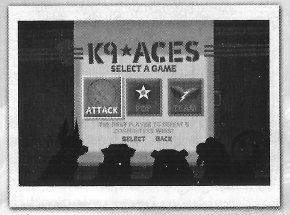
GAME SCREEN



1. Health Meter:
Shows your current health. Both players share the health meter.

2. Badge Count:
Shows how many merit badges have been collected and how close you are to unlocking the next Quest Card.

MULTIPLAYER



Select a multiplayer mode and map to play against another player.

SPECIAL ABILITIES

Here is a description of some of the special moves that Carl and Russell can perform:

CARL:

- **Hearing aid:** can be used to scare off enemies

- **Balloon Animal:** can be used to distract an enemy and stun the dogs

- **Taunt:** Carl can tease an enemy in order to temporarily distract them for the other player

RUSSELL:

- **Bugle:** can be used to scare away bats and dogs

- **Water bottle:** can be used to replenish health

- **Taunt:** Russell can tease an enemy in order to temporarily distract them for the other player

Special abilities require finding collectibles to replenish these abilities (except the taunt), so make sure you pick them up and save them for when they're needed most. You will use the directional buttons to activate collectibles when you have them in your inventory.

SPECIAL ABILITIES

MOVES

There are a variety of specialized moves that Carl and Russell have, and these moves are dependent on each environmental situation. Look at the on-screen instructions to see how Carl can help Russell, and Russell can help Carl. Sometimes it's Dug or Kevin that can help Carl and Russell. Switch between the characters to get past some of the treacherous situations that present themselves.

BUG COLLECTING

When Carl and Russell discover bugs, Russell can collect them earning both badge points as well as filling up his bug collection with rare species. Carl on the other hand isn't so nice, and can squish the bugs.

MERIT BADGES

There are badges that can be collected in the environment. Not all badges are within view, so be sure to hunt around, hit items, and occasionally have Dug dig hidden badges up.

QUEST CARD

Merit Badges will need to be collected to unlock the Quest Card.
The items on the Quest Card need to be collected in order to unlock the bonus materials and other hidden items.

HEALTH

The Health Icon helps replenish your health. Each health Icon collected will give you one health bar. Health can also be found in native fruit found in the environment. Hit the fruit to break them open and see if a health icon is present.

ITEMS

Tennis Ball: This pick up gives you the ability to launch a tennis ball at an enemy on your tail and throw them into a dive. Tennis Ball can be found only in the flying levels.

Heavy Dart: This gives you double the fire power. Heavy Dart can be found only in the flying levels.

Repair Tool: This pick up gives you full health, repairing your plane. Repair Tool can be found only in the flying levels.

Balloon Squirrel: This pick up gives you a squirrel balloon to launch at an enemy on your tail. Balloon Squirrel is found in all flying levels as well as the traversal levels.

Options

Music Volume Control	Adjust the Music Volume up or down.
SFX Volume Control	Adjust the Sound Effects volume up or down.
Dialogue Volume Control	Adjust the volume up or down.
Vibration	Turn the vibration function on or off.

Pause Menu Options

Press the START button at any time during the game to Pause the action and bring up the following menu. Use the left stick or directional button to move up and down the menu. Press the ⊗ button to select that option.

Resume Game	Get back into the action.
Level Select	Choose from a list of previous levels played so you can quickly navigate through the game world.
Quest Cards	View all the items you have collected throughout the game.
Controls	View the controller diagram
Options	Access the Options Menu.
Quit Game	Quit and return to the Main Menu.

Notes

NOTES

LIMITED WARRANTY

Warranty and Service Information
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **99065**. Please use this code to identify your Product when contacting us.

Limited Warranty
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product.
If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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Comic Mischief
Cartoon Violence

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PlayStation®

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